

IN THE SPECIFICATION

Please amend the paragraph starting at page 22, line 27, as follows.

Referring now to FIG. 7, another prior art implementation of an EPG also generates a display and accepts user input. This system, however, is of the first type described in the background section. The preference database 50, in this case, contains the definition of a prediction model that may or may not bear any resemblance to the criterion-based database of the second type prior art systems. The data with which the preference database 50 is loaded is a predictive model based on some automated analysis of the user's prior interaction with the system. Figuratively, the system "watches" what the user selects for use and tries to "learn" what the user prefers. There are a number of well-known "machine-learning" devices for achieving this kind of prediction process. For instance, the device described in United States Patent Application entitled "ADAPTIVE TV PROGRAM RECOMMENDER", ~~Attorney Docket No. US 000018~~, filed[[-----]] February 4, 2000, Serial No. [[-----]] 09/498,271, and the device described in United States Patent No. 6,727,914, ~~Application~~ entitled "METHOD AND APPARATUS FOR RECOMMENDING TELEVISION PROGRAMMING USING DECISION TREES", ~~Attorney Docket No. PHA 23,902~~, filed -----, Serial No. -----, both commonly assigned to the assignee of this patent application and incorporated herein by reference. The user interacts with a selection input UI 40 which is in most respects like that of the prior two figures. However, the selection input UI 40 provides data for analysis and reduction by an analysis and data reduction device 55 (the latter step could be omitted and the data

transmitted in raw form), which is then stored in a preference database 50. As the user interacts with the system, the preference database fills with increasing amounts of data. As a result, the prediction model becomes increasingly accurate. A prediction engine 45 uses the model stored in the preference database 50 and the current schedule database 30 to generate the selection input UI 40.

The system of FIG. 7 is a passive system in that there is no UI element required to add data to the preference database (although, at least certain preferences, such as ergonomic features, and other generic environmental parameters will likely be stored through an active UI mode).